#### Dear Treyarch,

Hello! My name is beatstar, I represent the Vidya Gaem Awards (/v/GAs). We are an award show that celebrates the best and worst of the video game industry. The /v/GAs have been making award shows for free since 2011, with our nominations and voting jury being entirely fan-voted. Our voting panel is comprised of users of 4chan's "/v/ - Video Games" board.

The Vidya Gaem Awards nominates and votes on games based on their calendar year, which is a shift from the usual convention of a rolling twelve-month period. We wanted you to know that over the years, games developed by your studio received nominations at the Vidya Gaem Awards. Here were your nominations!



### THE 2011 VIDYA GAEM AWARDS:

Call of Duty: Modern Warfare 3 won:

Rehash Award for least improved sequel

Call of Duty: Modern Warfare 3 was also nominated for:

- Most Hated Game of the Year for the game /v/ hated the most
- Hamburger Helper Award for terrible writing



### THE 2012 VIDYA GAEM AWARDS:

Call of Duty: Black Ops II won:

Stop It Award for raping a dead horse

Call of Duty: Black Ops II was also nominated for:

- Most Hated Award for most hated game of the year
- Press X To Win The Award for worst gameplay
- Hamburger Helper Award for most atrocious writing
- lods of emone award for biggest cashgrab

Call of Duty was nominated for:

Reddit Award for most hated fanbase



# THE 2013 VIDYA GAEM AWARDS:

Call of Duty: Ghosts was nominated for:

- Most Hated Award for most hated game of the year
- Press X To Win The Award for worst gameplay
- Fanfiction Award for most atrocious writing
- Blunder of the Year for setting a new standard for failure



#### THE 2015 VIDYA GAEM AWARDS:

Call of Duty: Black Ops III was nominated for:

- \* "Hello, Fellow Posters" Award for most blatantly promoted game
- Best Shooter



# THE 2018 VIDYA GAEM AWARDS:

Call of Duty: Black Ops 4 was nominated for:

- Guilty Pleasure Award for the game I like but /v/ hates
- **❖ PLEASE BUY MY GAME AWARD** for most blatantly promoted game
- Electric Boogaloo Award for worst sequel

Every year, our team links together to crowdsource a presentation honoring video games. No physical appearance or participation is required; instead we aim to use these awards as an opportunity to reflect on the state of the industry and the quality of its products. Some of our award categories are negative. We ask that if your game or company was nominated for any negative awards, to not take it as a personal attack, but as constructive criticism that may help improve the industry.

We thank you for taking the time to read this letter, and also for your contributions to the video game industry. We look forward to seeing your games featured in our award show soon.

Very truly yours,

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